SNS-5S-USA

LEFT FIELD
entertainment

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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STEEL TALONS™

Left Field Entertainment
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Nintendo®

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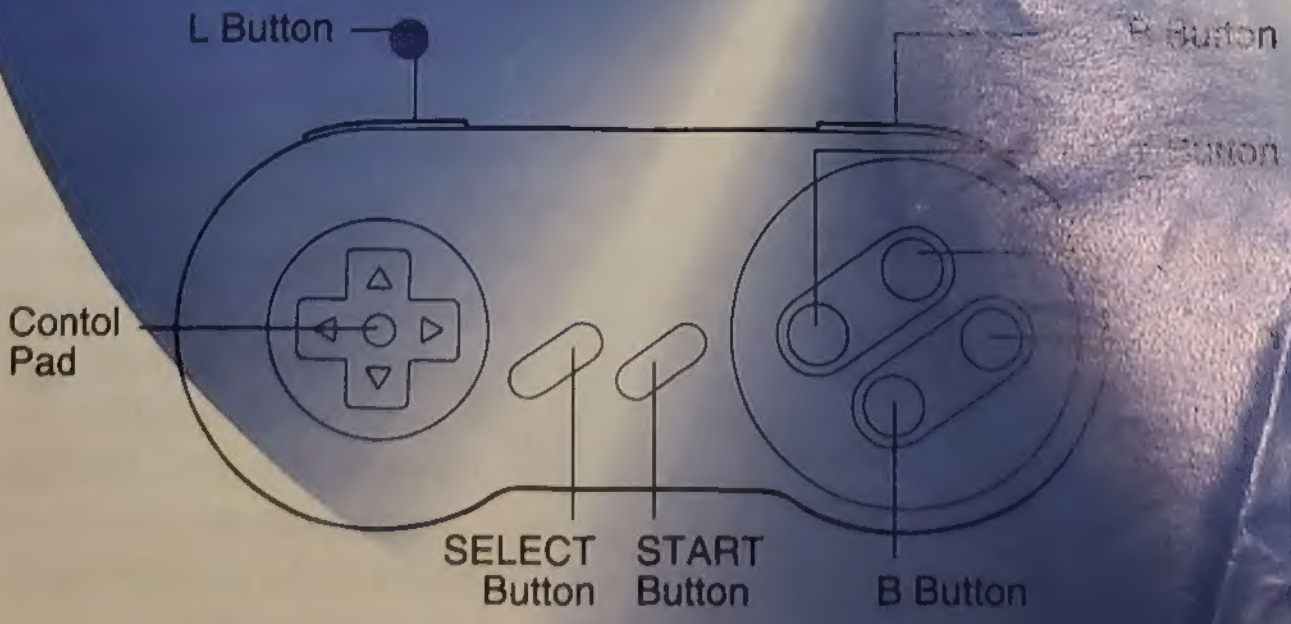
CONTROLLER



The Army has the Green Berets. The Navy has their Seals. But for chopper pilots, only the best qualify for the STEEL TALONS™.

And this is your chance to prove that you belong. Based on (and remarkably faithful to) one of the most popular arcade hits of the last several years, *Steel Talons*™ puts you through 14 demanding combat missions through fog, haze, darkness, and smoke over 3D-scrolling desert, woodlands, and mountains. You've got a few things going for you, like the most advanced chopper taxpayer money can buy: 3380 shaft horsepower with four-blade articulated rotor, boron carbide armor, doppler radar. And then there's some of the most destructive weaponry in the air: hellfire missiles and a 30mm chain cannon. But it could all be just scrap metal - unless you've got what it takes to be a *STEEL TALON*™.

OBJECT OF THE GAME

You are a member of the elite *STEEL TALONS*™ squadron of helicopter pilots. Your job is to fly your state-of-the-art attack chopper through 12 grueling combat missions and a final Expert Mission (plus a Training Mission, if you want to practice a little first). The combat missions demand that you destroy air and ground targets as indicated in the orders given by your CO before each mission. Use either your hellfire missiles or your 30mm chain cannon to destroy targets. You also must maintain precise flying performance to avoid enemy fire, crashing your chopper, running out of fuel, or exceeding the time alloted for each mission. If you destroy all specified targets, do not crash, and complete your mission within the prescribed time limit, you will qualify for the next mission. Starting with the completion of Combat Mission 2, passwords are issued at the end of each successful mission that enable you to go directly to the next mission (even if you have turned off your Super NES.

Here are some general guidelines.

- You must destroy all targets that appear on the Map to complete a mission (except for the Canyon Races, which have no targets).
- You have a limited amount of time and fuel to complete each mission.
- Successful missions earn bonus points and, starting with Mission 2, passwords that let you skip previously-completed missions the next time you play.
- Hits by enemy fire deplete your fuel supply quickly (much faster than flying does).
- Crashes caused by poor navigation rather than running out of fuel deplete your fuel supply.
- The game ends when you run out of fuel and crash as a result.

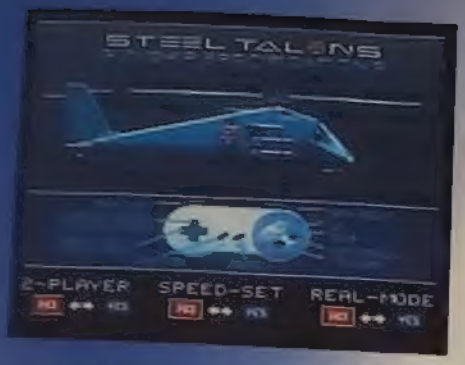
Now let's see some excellent flying!

GETTING STARTED

1. Place the *STEEL TALONS™* Game Pak into your Super NES and turn on the unit. The title screen appears.

2. Press **START** (or any other button) to continue to the OPTIONS screen. If you don't press a button within a few seconds, the game goes into "attract mode," which shows, in sequence, the game's story line, a list of the "Top Sticks" (high scores), and a flight demo. To exit attract mode, press **START** (or any other button).

3. Next, the OPTIONS screen appears, which includes a graphic of your chopper with call-outs of some of its specifications. Use **Left** and **Right** on the Control Pad to highlight NO or YES for the 2-PLAYER option, then press **START** (or the **A Button**) when the



flashing white box highlights your choice. In the same manner, highlight and select either NO or YES for the SPEED-SET option and the REAL-MODE option. See the section entitled Options Screen for more details about these options.

4. After you've made your final selection on the OPTIONS screen, the COMBAT MISSION screen appears. Press Left or Right on the Control Pad (or use **SELECT**) to toggle through information about each of the 12 Combat Missions, the Training Mission, and the Expert Mission. Press **START** (or the **A Button**) to select the mission you want to try when it appears on the screen.

Note: Missions 3 through 12 and the Expert Mission require a password, which is given at the end of a successful mission (starting with completion of Mission 2).

5. When you select Mission 3 or higher, a password input field appears on the screen. To enter a password, press **Up** or **Down** on the Control Pad to cycle through the characters until the correct character appears in the field. Then press **Left** or **Right** on the Control Pad (or **SELECT**) to move on to the next field and repeat the process. When you have entered the correct character for all eight input fields, press **START** (or the **A Button**) to continue. If you enter a correct password, the mission begins. If you enter an incorrect password, the REQUIRES PASSWORD prompt reappears on the screen.

OPTIONS SCREEN

The choices on the Options screen are explained below.

2-PLAYER Choose between a one-player or a two-player game. In a two-player game, Player 1 (Controller 1) is the pilot and Player 2 (Controller 2) is the gunner.

SPEED-SET If you select YES, throttle "cruise control" is in effect. This means that your airspeed is maintained without pressing **Up** on the Control Pad, much like taking your foot off the gas pedal in a car with cruise control set. To change the speed, simply press **Up** or **Down** on the Control Pad as needed. If you select NO, you will lose airspeed as soon as you stop pressing **Up** on the Control Pad.

REAL-MODE When you select YES, real helicopter flight mode goes into effect. This means that the heading, pitch, and bank of the 3D view will rotate as you maneuver your chopper. If you select NO, the horizon remains steady while you maneuver. There are some rewards for using REAL-MODE, which adds difficulty to the game. In REAL-MODE, you'll get higher point rewards, extra fuel, and longer qualifying times.

CONTROLLER FUNCTIONS DURING A GAME

Even though you've got an intricate, complicated, state-of-the-art attack chopper at your fingertips, we've kept the controls simple. On the Control Pad of Controller 1, **Up** and **Down** increase and decrease speed while **Left** and **Right** handle turns. If you have SPEED-SET turned off and you want to turn while maintaining airspeed, just press **Up** and **Left** or **Up** and **Right** (diagonals). Use the **Left** and **Right Buttons** to spin the chopper quickly. The **A Button** fires missiles, the **B Button** fires the machine guns, and the **X** and **Y Buttons** handle altitude increases and decreases. Controller 2 takes care of gunnery controls in a two-player game as shown below.

CONTROLLER 1 (PILOT)

Up	Increase speed
Down	Decrease speed
Left	Turn left
Right	Turn right
A Button	Fire missile
B Button	Fire 30mm cannons
X Button	Increase altitude
Y Button	Decrease altitude
LEFT Button	Spin chopper left
RIGHT Button	Spin chopper right
SELECT	Toggle view either inside or behind chopper
START	Pause

CONTROLLER 2 (GUNNER)

Up	Move targeting crosshair up
Down	Move targeting crosshair down
Left	Move targeting crosshair left
Right	Move targeting crosshair right
A Button	Fire missile
B Button	Fire 30mm cannons
X Button	Increase altitude
Y Button	Decrease altitude
SELECT	Toggle view either inside or behind chopper

ON-SCREEN DISPLAYS

Know your instrument panel! If you don't pay attention to it, you'll waste lots of time and fuel flying around in circles. Don't forget, the object of the game is to locate and destroy enemy targets *efficiently*, because you have to conserve fuel and beat the clock in order to complete a mission successfully. An explanation follows of everything on your instrument panel, as well as other signals and indicators that appear in the 3D view.

MAP

Your location in the three-dimensional world is displayed on the map located in the center of the cockpit. The arrow is your helicopter's position, and the direction the arrow points shows your direction of travel. Enemy targets appear as yellow dots on the map. When an enemy target is within firing range and you are locked onto it, the map view changes to a closeup of the target in range.

RADAR

Close up radar is located on the right side of the cockpit. Yellow dots within the "V"-shaped lines represent targets that are in front of you and within range of your weapons. In addition, the "ENEMY" indicator above the word "RADAR" will flash and a pulsating sound will be audible when an enemy target is in range of your weapons.

LOCK-ON

When you're close enough to fire at an enemy target, a red "lock-on" indicator with crosshairs surrounds the target and an audible tone sounds continuously as long as the target remains locked-on. Fire missiles only when locked-on or you'll waste your ammunition (cannons, by contrast, have unlimited ammo).

COMPASS

Your heading is indicated at the top of the screen with the letters "N," "S," "E," and "W" to represent north, south, east, and west. The numbers in this display represent the degrees on a compass for northeast (45 degrees), southeast (135 degrees), southwest (225 degrees), and northwest (315 degrees).

HORIZON

This indicator, located at the top, left-hand side of the instrument panel, tells you whether you're flying level (crosshair centered), turning (crosshair toward the left or the right in the direction you are turning), flying forward (crosshair up), or flying backward (crosshair down).

COLLISION

Located above your score on the instrument panel, the collision indicator flashes when you're about to crash into something (such as a mountain or the ground).

TIME

The digital time counter indicates how much time you have used up during the mission.

SCORE

You earn points for destroying targets. Your current score is shown on the score counter located above the time counter.

TARGETS

The number of targets remaining to be destroyed in order to complete your mission is shown above the map.

REFUELS/FUEL

The refuel counter tells you how many refuels remain, and the vertical gauge beneath the counter shows you how much fuel is left before you use up one refuel. The counter decrements every time the gauge hits bottom. Whenever you're hit by enemy fire or crash, you lose fuel. Of course, you also use up fuel just by flying around.

MISSILES

You have an unlimited supply of cannon ammunition, but you have a limited supply of missiles, and the number of missiles you have left is shown on the missile counter.

ENEMY
The enemy warning indicator (above the radar screen) lights up as an enemy target moves within weapon range.

AIRSPEED
Obviously, the airspeed gauge tells you how fast your chopper is moving.

ALTITUDE
Pay occasional attention to the altimeter (which shows your altitude) to avoid unexpected collisions with the ground. You need to watch it more carefully if you have REAL MODE set to "ON."

TURN
If an enemy fires at you while outside your 3D field of view, an arrow with the word "TURN" on it appears on the screen to point you in the direction of the enemy so that you can destroy it before it blasts all of your fuel away!

ENEMIES

You'll encounter a wide variety of enemies and targets, both on the ground and in the air. You'll save yourself a lot of trouble if you destroy jet aircraft while they are still on the ground. In several missions, the fighters don't take off right away, and if you get to them quickly enough, you can take them out while they're still on the runway. Also, remember that you always have more targets to destroy than you have missiles to destroy them, so you'll have to use your cannons to knock out some of the targets. A word to the wise: use the cannons to destroy targets that don't fight back, like trucks, fuel storage tanks, and storage buildings. It takes considerably longer to take out a target with the cannons than it does with the missiles. You could lose a lot of fuel if you have to use the cannons to destroy firing enemies such as tanks, armoured off-road vehicles, anti-aircraft embankments, jet aircraft, or attack choppers.

AT MISSION [illegible]

There are a total of 14 missions in the game: one TRAINING mission, 12 COMBAT missions, and one EXPERT mission. Your goal in each mission is to destroy every target on the map within the time limit, except for the Training Mission, Combat Mission 3, and Combat Mission 8, which require flying precision rather than target destruction. A brief description of each mission follows.

NOTE: If you have REAL MODE turned on, you get one additional minute to complete a mission than the time indicated in the following mission briefs, as well as one additional refuel. In addition, you'll get twice as many points for target-destruction and mission bonuses.

TRAINING	
CONDITIONS	Clouds
TERRAIN	Desert
CEILING	390 Feet
OBJECTIVE	Fly through rings, destroy targets
REFUELS	4
RINGS	21
TARGETS	3
MISSILES	8
TIME TO BEAT	2:30

COMBAT #1	
CONDITIONS	Clouds
TERRAIN	Woodlands
CEILING	390 Feet
OBJECTIVE	Destroy all ground targets
REFUELS	4
TARGETS	10
MISSILES	8
TIME TO BEAT	2:15

COMBAT #2

CONDITIONS	Clouds
TERRAIN	Desert
CEILING	390 Feet
OBJECTIVE	Destroy all ground and air targets
REFUELS	4
TARGETS	15
MISSILES	8
TIME TO BEAT	2:45

COMBAT #3

CONDITIONS	Clear
TERRAIN	Desert
CEILING	190 Feet
OBJECTIVE	Follow the river
REFUELS	4
TARGETS	0
MISSILES	8
TIME TO BEAT	2:00

COMBAT #4

CONDITIONS	Night
TERRAIN	Desert
CEILING	390 Feet
OBJECTIVE	Destroy jets first before they take off, then destroy other ground targets
REFUELS	4
TARGETS	15
MISSILES	8
TIME TO BEAT	2:45

COMBAT #5

CONDITIONS	Dusk
TERRAIN	Desert
CEILING	390 Feet
OBJECTIVE	Destroy all ground and air targets
REFUELS	4
TARGETS	18
MISSILES	8
TIME TO BEAT	3:15

COMBAT #6

CONDITIONS	Fog
TERRAIN	Desert
CEILING	390 Feet
OBJECTIVE	Destroy jets first: before they take off, then destroy other ground & air targets
REFUELS	4
TARGETS	18
MISSILES	8
TIME TO BEAT	3:15

COMBAT #7

CONDITIONS	Night
TERRAIN	River
CEILING	390 Feet
OBJECTIVE	Destroy all ground and air targets
REFUELS	4
TARGETS	18
MISSILES	4
TIME TO BEAT	3:30

COMBAT #8

CONDITIONS	Clear
TERRAIN	Desert
CEILING	190 Feet
OBJECTIVE	Follow the river
REFUELS	4
TARGETS	0
MISSILES	8
TIME TO BEAT	2:15

COMBAT #9

CONDITIONS	Night
TERRAIN	Mountains
CEILING	390 Feet
OBJECTIVE	Destroy jets first before they take off, then destroy other ground targets
REFUELS	4
TARGETS	18
MISSILES	8
TIME TO BEAT	3:15

COMBAT #10

CONDITIONS	Haze
TERRAIN	Desert
CEILING	390 Feet
OBJECTIVE	Destroy all ground and air targets
REFUELS	4
TARGETS	18
MISSILES	8
TIME TO BEAT	2:45

COMBAT #11

CONDITIONS	Fog
TERRAIN	Mountains
CEILING	390 Feet
OBJECTIVE	Destroy all ground and air targets
REFUELS	4
TARGETS	18
MISSILES	8
TIME TO BEAT	3:00

COMBAT #12	
CONDITIONS	Smoke
TERRAIN	Desert
CEILING	390 Feet
OBJECTIVE	Destroy all ground and air targets
REFUELS	4
TARGETS	18
MISSILES	8
TIME TO BEAT	2:45

EXPERT	
CONDITIONS	Clear
TERRAIN	Woodlands
CEILING	390 Feet
OBJECTIVE	Destroy all ground and air targets, find secret areas that provide you with additional missiles and fuel.
REFUELS	3
TARGETS	90
MISSILES	2
TIME TO BEAT	2:45

Note: The EXPERT mission must be completed five times to become a *Steel Talon*™.

TOP STICKS SCORING

If your score is among the top 10 when your game is over, we're happy for you! Enter your name on the "Top Sticks" high-score screen. To enter your name, press **Left** or **Right** on the Control Pad to highlight the character you want to enter, then press the **A Button**. Repeat this process until your name is complete, then highlight END and press the **A Button**. To erase a character and go back a space, highlight "<" and press the **A Button**.

Here is how scoring works:

ACHIEVEMENT/POINTS

- FLY THROUGH RINGS (TRAINING) 100
- TARGETS DESTROYED BY CANNON 250
- TARGETS DESTROYED BY MISSILE 500

PASS MISSION 1000

ACE MISSION 5000

In order to "ACE" a mission, you must beat the "PASS" time by seconds or more, except for Mission 12, in which you must beat t "PASS" time by 30 seconds or more.

you have REAL MODE turned on, you'll get twice the number target-destruction and mission-bonus points indicated abov However, flying through rings is worth only 100 points wheth REAL MODE is turned on or not.

GAME H

- If you're spinning more or less out of control, first press **Down** the Control Pad to bring the chopper's forward motion to a halt.
- Beware of the tendency to over-compensate in the oppos direction when you find yourself turning too far in one direction.
- A series of short, light taps on the Control Pad will keep steer better control than if you press and hold the Control Pad.
- When you need to make an abrupt turn, use the **Left** and **R Buttons**. This makes your chopper far more maneuverable attacking purposes or while you're under attack, and it also s time and fuel. (This technique is especially helpful both in on races and when attempting to shoot down an airborne je ch your speed while approaching a target to avoid overflyin do go past a target, you can press **Down** on the Control the direction of the chopper and bring the target back his isn't such a good idea, however, if you're under h you will lose too much fuel from enemy hits.
- targets quickly (missiles are far more efficient tha

machine guns) once you have them "locked on" to cut down fuel loss from enemy hits.

• Don't waste your missiles on targets that don't fire back at you. Use your cannons (which take longer to destroy targets than missiles do) to destroy these targets instead. Use missiles to destroy targets that fire back at you. Don't forget, every time you're hit by enemy fire, you lose precious fuel.

TAKING CARE OF YOUR LEFT FIELD ENTERTAINMENT GAME

• This Left Field Entertainment Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your Super NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Super NES Control Deck.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Super NES with respect to the receiver
- Move the Super NES away from the receiver
- Plug the Super NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio/TV Interference Problems.* This booklet is available from the U. S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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